

Disk

Per caricare il gioco : digitare LOAD “*”,8,1

NOTA BENE:

Quando si salva un gioco, usare una cassetta od un dischetto nuovi. NON salvare i giochi, sulla cassetta/dischetto di programma, poiché ciò causerà l'alterazione dei dati.

Per gli utenti che impiegano il sistema a dischetti

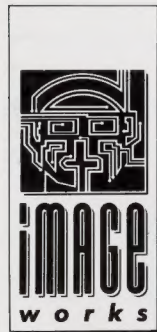
Il sistema di campionato è stato trasformato nel seguente sistema:

Dopo aver selezionato il Campionato ad Un Giocatore, vi verrà chiesto di scegliere tra:

WHC Western Hemispheric Conference (Campionato dell'Emisfero occidentale)

EHC Eastern Hemispheric Conference (Campionato dell'Emisfero orientale)

Giocherete quindi gli incontri, per il numero selezionato di settimane, nel campionato scelto. Alla fine di questo periodo, coloro che si classificano al 1 & 2 posto andranno in semi-finale, mentre tutti gli altri dovranno giocare nei quarti di finale. I vincitori delle semi-finali parteciperanno alla finale del loro Campionato, ed il vincitore di tale incontro giocherà nella Blood Bowl (Super Finale) contro la squadra vittoriosa dell'altro Campionato.



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IMAGE WORKS

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COMMODORE 64/128 KEY CARD

Tape

To load the game : hold down the SHIFT key and press RUN - STOP.

Press play on your datasette and the game will then load.

Disk

To load the game : type LOAD “*”,8,1

PLEASE NOTE :

When saving a game, please use a new disk/tape. Do not save games onto the program media as this will cause corruption.

Disk users please note

The league system has been extended to the following system :

After having selected One Player League you will be asked to choose between :

WHC Western Hemispheric Conference

EHC Eastern Hemispheric Conference

You will then play the league for the selected number of weeks in the selected conference. At the end of the period, positions 1 & 2 in the league go into a semi-final, whereas all the other positions

have to play through the quarter-finals. The winners of the semi-finals go into a Conference final, the winner of which is then eligible to play in the Blood Bowl against the victorious team from the other Conference.

CARTE REFERENCE POUR COMMODORE 64/128

Cassette

Pour charger le jeu: maintenez la touche SHIFT enfoncée et appuyez sur RUN-STOP. Mettez le lecteur en marche et le jeu se charge.

Disquette

Pour charger le jeu: tapez LOAD “*”,8,1

N.B. Lorsque vous sauvegardez un jeu, utilisez une nouvelle disquette/cassette. NE sauvegardez PAS de jeux sur la disquette originale car il pourrait y avoir corruption.

Utilisateurs de disquette, veuillez noter

Le système de championnat a été changé comme suit:

Après avoir sélectionné un Championnat Un Joueur, il vous sera demandé de choisir entre:

WHC Western Hemispheric Conference (Conférence Hémisphère Ouest)

EHC Eastern Hemispheric Conference (Conférence Hémisphère Est)

Vous jouez le championnat pendant le nombre de semaines sélectionnées dans la conférence sélectionnée. A la fin de cette période, les positions 1 & 2 dans le championnat vont en demi-finale tandis que les autres positions doivent jouer les quarts de finale. Les gagnants des demi-finales vont en Finale et le gagnant a la possibilité jouer dans le Blood Bowl (Boule de Sang) contre l'équipe victorieuse de l'autre conférence.

COMMODORE 64/128 REFERENZKARTE (GERMAN)

Band

Zum Laden des Spiels: SHIFT-Taste festhalten und gleichzeitig RUN/STOP drücken. PLAY-Knopf der Datasette betätigen, worauf das Spiel automatisch geladen wird.

Diskette

Zum Laden des Spiels: LOAD “*”,8,1 eingeben.

ZUR BEACHTUNG

Zum Abspeichern eines Spiels unbedingt eine neue Diskette/Kassette nehmen. Auf keinen Fall die Original-Diskette/Kassette verwenden, da dies die Programmdateien verstümmelt.

Achtung - Diskettenbenutzer:

Das Liga-System ist wie folgt erweitert worden:

Nach Wahl der 1-Spieler-Option “One Player League” haben Sie die folgenden Möglichkeiten:

WHC Western Hemispheric Conference

EHC Eastern Hemispheric Conference

Sie spielen dann für die gewählte Anzahl Wochen in der WHC oder der EHC-Konferenz. Nach Ablauf dieser Zeit gehen die Positionen 1 und 2 der Liga in das Halbfinale, während die übrigen Positionen die Viertelfinale absolvieren müssen. Die Sieger des Halbfinals gehen ins Konferenz-Finale, und der dortige Sieger tritt dann im “Blood Bowl” gegen das siegreiche Team aus der anderen Konferenz an.

SHEDA TASTI COMMODORE 64/128

Cassetta

Per caricare il gioco tenere premuto il tasto SHIFT e premere RUN-STOP.

Premere il tasto Play del vostro registratore ed il gioco verrà caricato.

SPEEDBALL





SPEEDBALL – THE GAME

Code, design and concept (C) 1988 The Bitmap Brothers.

Music and Sound FX by David Whittaker.

Graphics by Mark Coleman Designs.

Cover illustration by David Rowe.

GETTING STARTED

THE PITCH

The game takes place on a steel walled, steel floored pitch, 160 feet long by 90 feet wide. The walls are 30 feet high. There is a goal at each end of the pitch and a ball warp tunnel in each side wall. Throwing the ball into the tunnel causes it to reappear on the opposite side.

The ball launcher, in the centre of the pitch, rises at the start of each game, rotates, then shoots out the ball in a random direction.

There are bounce domes, off of which the ball will be deflected, but over which players are free to move. These appear in different formats for each match.

TEAM SELECTION

You have a choice of one of three possible teams to represent. These differ in skill and stamina. In two player mode, each player must choose a team.

THE OPTIONS

Select one of these options:

DEMO GAME

Computer v Computer. Press the fire button to exit the demo.

ONE PLAYER KNOCKOUT

Human v Computer. Your team wears green and is playing up the pitch. You take part in a knockout game based on 10 rounds. The object being to reach the final and win.

The opposing teams will become more difficult as the rounds progress. Each round is the best of 3 matches. You get 2 points for a win, 1 for a draw and 0 for losing. To qualify for the next round, you need to score 3 points. So, for example, you can win the first leg, lose the second and draw in the third, or, draw in all three to qualify. However, if you gain 3 points in the first and second legs you will not need to play the third, but will automatically qualify for the next round. You will be kept informed of your progress and requirements before the start of each match.

TWO PLAYER GAME

Human v Human. Player one controls the green team playing up the pitch, player two controls the red team playing down the pitch. You will be asked to select the duration of the league from 10-100 weeks. Before each game you will be kept informed of your current status. You score 100 points for a win, 20 for a draw and 5 for each goal.

LEAGUE GAME

Human v Computer. This game is played in a league system with scores of 100 points for a win, 20 for a draw and 5 for each goal. There are 11 teams in the league, including yours. After selecting the duration of the league, you play each week of the league as in the knockout game. Your opposing teams are drawn randomly, so you will meet teams of different skills throughout the league.

At the end of each week, the computer will analyse the results of the matches played by the other teams that week and compile the current league. Your team name will be shown flashing in the table.

Each week consists of 5 matches, 10 teams play each week, your team will not play in week 11.

SAVING A GAME

Make sure that you have a totally free disc – as any existing data on a disc will be lost. The type of game you have just been playing will automatically be saved, however, the disc will save one each of a knockout, league and two player game. Any existing game of this type will be overwritten, so be careful! An un-formatted disc will automatically be formatted.

If the save fails, check for write protect or try another disc.

LOADING A SAVED GAME

Simply insert your disc in to the drive and choose the correct loading option.

CONTINUE GAME

This option allows you to continue playing a previously saved game.

CONTROLLING YOUR TEAM

To throw the ball press the fire button. A very short press will throw the ball at waist height, but if the fire button is held down it will be thrown high up into the air, passing over the heads of the players. Therefore, it is possible to throw the ball too high to enter the tunnels and goal mouths.

If your player doesn't have possession of the ball, but it is in the air near him, pressing the fire button will make him jump into the air and attempt to catch it. If the fire button is pressed when your player doesn't have the ball, then he will attempt to tackle an opposing player. If he is moving and the fire button is pressed, he will slide. This last tactic can be used to tackle an opponent or to move faster to intercept the ball.

THE GOALKEEPER

The goalkeeper is controlled by the joystick when he is visible. With the joystick in a central position, pressing the fire button will cause him to jump up and punch the ball.

As soon as he touches the ball, he will automatically throw it out towards the centre of the pitch (either straight, or diagonally left/right, depending on his movement when he gains control of the ball). If the Goalie is moving sideways when the fire button is pressed, he will dive in the corresponding direction.

TACKLING

Your tackle may or may not be successful, this depends on your skill level (shown in your team info before a game starts—see attributes). If you win the tackle, your opponent will lose some stamina, depending on your strength (see attributes). Also, the losing player will be sent into an uncontrolled roll and will be unable to do anything for a couple of seconds. If the losing player is the goalkeeper, he will not be able to save the ball for a couple of seconds – remember this!

A successful tackle will result in you taking control of the ball. You can tackle any player at any time, *there are no fouls and no rules in this game!* However, you are vulnerable when in the air and will always lose a tackle, irrespective of your own or your opponent's skill.

ATTRIBUTES

Strength: The stronger your team, the more stamina they take from your opponents when tackling.

Stamina: As your stamina is depleted, your team gets slower and cannot throw the ball as far, or with as much power.

Your stamina is replenished to a maximum level at the start of each game. The small meters at the bottom left and right of the screen, depict the current player's stamina.

Skill: The higher your skill level the more successful your team will be in tackling.

TOKENS

During the game tokens will appear, move your player over them to pick them up. There are two types of tokens:

The 'Save and Collect' type, which are rotating discs. These are saved and can be used at the end of each match to select various options from the following list:

OPTIONS	TOKENS	RESULT
Bribe official	2	Buy an extra minute game time for previous game. (This can only be done once per game).
Extra stamina	3	Increase your maximum stamina level
Bribe timer	3	Increase the length of time the immediate effect tokens last. (10 stage countdown)
Bribe Trainer	4	Reduce computer's intelligence (not 2 player)
Extra skill	4	Increase your tackling ability
Reduce stamina	4	Reduce opponent's stamina
Extra power	6	Increase your strength
Reduce skill	6	Reduce opponent's tackling ability
Bribe Ref	6	Buy a one goal advantage for the next game, or the previous game if you also buy extra time
Reduce power	7	Reduce your opponent's strength

The changes to the attributes will be shown before a match. Note, the changes to the opponent's attributes in a two player game are permanent, but in a one player game affect the opposition for the current round.

The *'Immediate Effect'* type, which are rotating tiles that will have an immediate effect when picked up, depending on the letter on the tile:

- F – Freeze the opposing team (except the goalie) for a 10 stage countdown.
- R – Reduce the opposing team's speed for a 10 stage countdown.
- P – Protect your team, (ie. can't be tackled) for a 10 stage countdown.
- S – Increase your team's stamina.
- D – Decrease your opponant's stamina.
- G – Get the ball if not already in possession of it.
- E – Electron: Bolt of energy that will tackle any opponant it hits for a 10 stage countdown.
- W – Turn the ball into a weapon for a period. When thrown it will tackle an opposing player for a 10 stage countdown.
- M – 8 way electron burst for a 10 stage countdown.
- J – Reverse opponant's joystick control for a 10 stage countdown (two player game only).

The computer cannot use these weapons.

During a game:

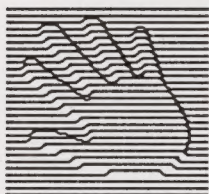
F1 – Pause.

F10 – Quit. This will end the league/knockout and will not give you an opportunity to save the game.

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The BITMAP BROTHERS



IMAGE WORKS

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SPEEDBALL



MIRA
 Ranking : 10
 Best in knockout : 5th Round 2059
 Best in league : 9th Place 2054
 Fatalities for : 2
 Fatalities against : 5
 Captain : XENON
 Height : 1.84m
 Weight : 80kg



AURIGA
 Ranking : 9
 Best in knockout : 3rd Round 2055
 Best in league : 8th Place 2058
 Fatalities for : 2
 Fatalities against : 3
 Captain : SIMION
 Height : 2.23m
 Weight : 101kg



CASTOR
 Ranking : 8
 Best in knockout : 4th Round 2051
 Best in league : 6th Place 2052
 Fatalities for : 4
 Fatalities against : 4
 Captain : SOHO
 Height : 1.72m
 Weight : 89kg



VOLANS
 Ranking : 7
 Best in knockout : 4th Round 2060
 Best in league : 3rd Place 2058
 Fatalities for : 5
 Fatalities against : 3
 Captain : ARTECH
 Height : 1.63m
 Weight : 72kg



DORADO
 Ranking : 6
 Best in knockout : Semi-finals 2059
 Best in league : 4th Place 2052
 Fatalities for : 3
 Fatalities against : 6
 Captain : ROONEY
 Height : 2.01m
 Weight : 91kg



VELA
 Ranking : 5
 Best in knockout : Finals 2053
 Best in league : 1st Place 2055
 Fatalities for : 3
 Fatalities against : 2
 Captain : TYCHO
 Height : 2.21m
 Weight : 112kg



TUCANA
 Ranking : 4
 Best in knockout : Won Finals 2059
 Best in league : 2nd Place 2060
 Fatalities for : 5
 Fatalities against : 3
 Captain : BROD
 Height : 1.74m
 Weight : 80kg



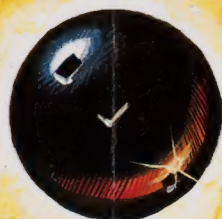
ANTLIA
 Ranking : 3
 Best in knockout : Won Finals 2057
 Best in league : 1st Place 2056
 Fatalities for : 7
 Fatalities against : 2
 Captain : ZEIT
 Height : 1.84m
 Weight : 79kg



PAVO
 Ranking : 2
 Best in knockout : Won Finals 2052, 2055
 Best in league : 1st Place 2051, 2052
 Fatalities for : 6
 Fatalities against : 1
 Captain : RUBYCON
 Height : 1.82m
 Weight : 88kg



ENERGY BALL
 Solid, stainless steel
 riveted ball weighing
 3 kilos.



HOLO REFLECTOR
 Super glazed
 hemispherical, bounce
 dome 2 ft in diameter.



POWERGLOVE
 Leather glove with
 reinforced knuckle-
 guard and 1½" steel
 spikes.



PERSEUS
 Ranking : 1
 Best in knockout : Won Finals 2051, 53, 54, 56, 58, 60
 Best in league : 1st Place 2053, 54, 57, 58, 59, 60
 Fatalities for : 9
 Fatalities against : 4
 Captain : KEPLER
 Height : 2.42m
 Weight : 132kg

WARRANTY CARD

Dear Customer,

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☐ Chain Store (i.e. Boots, WH Smiths) ☐ Mail Order ☐ Computer Shop ☐ Other shop

HOW DO YOU RATE THE GAME? (please circle)

1 2 3 4 5 6 7 8 9 (1 = POOR, 9 = EXCELLENT)

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Yes

No

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